

	Normal	Through the arch leading to the Ruins, then right through the two large pillars			Red	Down the left staircase after boss, then left, past the arch, then down the path around the balcony
Grimmsd Ruins	Normal	Down the first set of stairs, inside the room you find there			Red	From previous chest, up to the wall, then left through a hidden doorway
16 Total	Normal	From the 8th torch, head up and into the small alcove			Red	Down the right staircase after boss, then right when the path forks
	Red	In the room next to the 8th and 10th torches (stairs down to the chapter-specific ruins area)			Normal	Down the right staircase after boss, then down when the path forks
	Normal	After the first set of stairs, keep going down the second set immediately next to it	West Stongard Pass	Normal	Normal	Near the Eastern Wellspring entrance, up the first ramp then left, behind the green flag
Lower Level (Left/Right Entrance)	Purple	Follow the path around after descending the stairs, chest is against the stairs on the right side	3 Total	Normal	Normal	From the Eastern Wellspring entrance, left at the last fork before the 1st bridge
Lower Level (Southern side Entrance)	Red	Down the stairs (rather difficult to see once you're there)		Red	Red	From the North Stongard entrance, down, then down the ramp when the path goes left
Lower Level (Chapter Entrance)	Normal	Before the stairs with the fancy torches, take the path to the left, and down a smaller set of stairs	Tomb of Kings	Normal	Normal	Up the stairs from the entrance, then left along the 2nd floor
	Normal	Down the stairs from the fancy torches, then in the fog on the left (slightly higher up than the torch, down a hidden slope)	7 Total	Normal	Normal	From the previous chest, up into the alcove, then hidden arch under the stairs, then down
	Red	From the previous chest, hidden ramp in the left wall (goes left, then upward, then right)		Purple	Purple	From previous chest, back under the stairs, then up while still under the stairs
	Red	Past the angel statue, hidden in the dust of the broken pillars behind it		Red	Red	3rd floor, right side, in the upper right corner of the area around the top of the stairs
	Red	In the bottom-left corner of the square with the second angel statue		Red	Red	4th floor, up the left staircase from the 3rd floor, then ignore the next stairs and go left
	Normal	To the right of the 3rd angel statue, down the stairs, next to the sand pile		Red	Red	4th floor, up the right staircase, on the small upraised platform with the railing
	Normal	Left of the 2nd Save Point, down, then down the little stairs, then down again, chest hidden by rock		Red	Red	8th floor, in the back, against the wall
	Red	From the previous chest, up, then right of the stairs, hidden path to the right	East Duskbarrow Trail	Red	Red	From Duskbarrow, go down just before the 1st Save Point
	Red	In the upper-left corner of the square with the 4th angel statue	4 Total	Normal	Normal	From East Victor's Hollow, go down just before the 1st fork
Lower Level (Chapter Area, Up the Stairs)	Purple	Up the stairs to the chest at the end		Normal	Normal	From the first fork, go left along the narrow path
West Everhold Pass	Normal	On the right from the entrance and a little down, partially hidden behind a purple standard		Normal	Normal	Along the path to the Shrine of the Archmagus
5 Total	Normal	At the stone bridge, go downward instead	Middling Ruins	Normal	Normal	From the Save Point, down the stairs, then down, left at the torch through the arch, then left
	Normal	From the Save Point, down the right ramp, then down the left ramp, then u-turn at the fork	7 Total	Normal	Normal	Up the first set of upward stairs from the Save Point
	Normal	From the Save Point, keep going down the 3 sets of stairs, then down the path before the 4th one		Red	Red	Down the ramp below the 3rd torch
Everhold Amphitheatre: Arena	Normal	From Everhold, before going down the 2nd set of large left stairs, go down and follow the path		Purple	Purple	Up the stairs by the 7th torch, then all the way to the right
	Red	Up the stairs left of the Save Point, then inside the room to the left		Red	Red	Up the stairs by the 7th torch, then down the lower path on the right
	Purple	Inside the 2nd room on the 1st floor, left of the Save Point		Normal	Normal	Through the arches below the 8th torch, then left
	Red	Left-most room on the 1st floor, against the back wall	West Grandport Coast	Normal	Normal	From Goldshore Coast, left at the first fork in the path
Back Half (1st Floor Entrance)	Purple	Room on the 2nd floor, in the upper-left corner	4 Total	Red	Red	From Goldshore Coast, right at the 1st fork, then down at the 2nd one
Back Half (2nd Floor Entrance)	Red	In the room on the 1st floor, against the back wall		Red	Red	Down from the signpost, onto the pier, at the pier's end
	Normal	Left-most room on the 2nd floor, against the back wall		Red	Red	Up the bridge by the signpost, then right
	Red	Right-most room in the 2nd floor, against the back wall	Everhold	Normal	Normal	Just to the right of the guarded house
Everhold Amphitheatre: Balcony	Purple	In the 1st room by the entrance, then hidden doorway on the right wall, upper corner	3 Total	Red	Red	Just to the right of the Save Point
6 Total	Red	In the right-most room on the 1st floor, against the left wall		Red	Red	In the Amphitheatre, against the right wall, 1st floor
	Normal	2nd floor, against the right-hand wall, in the corner with the Save Point	Grandport	Red	Red	Hidden behind some supplies to the left of the Tavern
	Red	2nd floor, balcony from the back half, in the left-hand room	6 Total	Normal	Normal	At the top of the stairs down to the church
Back Half	Red	In the right-most room, near the left-hand wall		Red	Red	Left of the church (go along the beach)
	Normal	Against the back wall in the open room by the Save Point		Normal	Normal	Market clocks, buried in the supplies on the right
	Red	Before the 2nd torch, go right and up the ramp		Red	Red	Back of the Bazaar, left chest
Loch of the Lost King	Red	From the 1st Save Point, left-most path (without the torch) then back down the ramp	Everhold Tunnels	Normal	Normal	Right by the entrance, hidden behind the right-most pillar of the arches right by the entrance
8 Total	Normal	Right of the Save Point, around the spiral rock, then u-turn up the ramp	8 Total	Normal	Normal	Up the farther-back set of stairs by the 1st Save Point, then up the next set of stairs
	Red	From previous chest, down the ramp, up the bridge, then follow the path to the right		Red	Red	At the 4th torch, hidden door immediately left of the stairs, chest is in the room up the ramp
	Normal	After crossing the first bridge (2nd torch), immediately left down the ramp		Normal	Normal	Down the two sets of stairs from the 6th torch, then left
	Normal	By the 5th torch, ignore the ramp up to the 6th torch, hidden arch in left wall		Purple	Purple	Up the arch with the stairs in back by the 6th torch, then left through the hidden door in the wall
	Purple	After the 8th torch, u-turn and go up the upper-most path		Red	Red	Down the stairs by the 6th torch, then down the second stair set, and then left
	Purple	At the very back of the cavern, in the boss clearing		Red	Red	Past the boss clearing, then down the stairs
Shrine of the Runeblade	Red	Near the 4th torch, just to the north of it		Red	Red	In the boss clearing, on the right-hand side
4 Total	Red	Down the ramp right of the torch-at staircase, all the way in the back	Forest of Purgation	Normal	Normal	Right by the 1st Save Point, just a little north of it
	Red	From the previous chest, before it ramps back up, there's a ramp to the right	6 Total	Red	Red	Up from the 1st torch, then left through a hidden gap in the wall
	Red	From the 5th torch, head down and left		Purple	Purple	Across the first bridge, keep going left and up the ramp
Shrine of the Archmagus	Normal	At the 1st Save Point, go to the left		Red	Red	To the right of the 8th torch, near a pine tree
6 Total	Normal	Down the path south of the 8th torch, then left		Normal	Normal	8th torch, hidden gap in the left wall, then go down
	Red	To the right of the 7th torch, in the sunlight		Normal	Normal	Halfway between the 10th torch and 1st Save Point, go down, then right
	Red	Up from the 8th torch, through the arch, then to the right, into the grassy area	Grandport Sewers	Normal	Normal	After the first branch in the path, go right, then down the stairs under the bridge you just crossed
	Normal	South of the 11th torch, end of the short path	12 Total	Normal	Normal	North of the 3rd floor, against the upper edge, next to a section of iron fence
	Purple	Up the path to the right, when it forks by the 12th torch, in the grassy, sunlit area at the end		Red	Red	From the previous chest, hidden path in the left wall
Everhold Tunnels	Normal	Right by the entrance, hidden behind the right-most pillar of the arches right by the entrance		Purple	Purple	From the 4th torch, all the way down, then to the right
8 Total	Normal	Up the farther-back set of stairs by the 1st Save Point, then up the next set of stairs		Normal	Normal	Down from the 2nd Save Point, all the way down the sets of stairs
	Red	At the 4th torch, hidden door immediately left of the stairs, chest is in the room up the ramp	Back Half (Lower Entrance)	Red	Red	Down the stairs and to the left
	Normal	Down the two sets of stairs from the 6th torch, then left	Back Half (Upper Entrance)	Normal	Normal	Down immediately from the entrance, down the short staircase, then left
	Purple	Up the arch with the stairs in back by the 6th torch, then left through the hidden door in the wall		Red	Red	Left of the 2nd torch, up the stairs, then ignore the next stairs and go left, behind the arches
	Red	Down the stairs by the 6th torch, then down the second stair set, and then left		Red	Red	From the previous chest, hidden ramp in the left wall
	Red	Past the boss clearing, then down the stairs		Red	Red	From the 3rd torch, down 2 sets of stairs, then through the right wall before the 3rd stairs
	Red	In the boss clearing, on the right-hand side		Normal	Normal	From the large path up to the waterfall, go left before going up, then up those stairs
Riverford	Red	Inside the house guarded by the Townsman in the front part of town (Difficulty: 8/10)		Normal	Normal	Left of the 4th torch, amongst the supplies
3 Total	Normal	Lower Riverford, go down the first staircase, to the left	Orewell	Normal	Normal	Inside the house just above the inn, past the guarded door (Difficulty: 6/10)
	Red	Inside the guarded house right by the Save Point (Difficulty: 8/10)	4 Total	Normal	Normal	Inside the house by the Save Point, against the back wall on the right
Duskbarrow	Purple	Just to the right of the large stone statue in the middle of town		Normal	Normal	Inside the guarded house between the Tavern and General Store (Difficulty: 7/10)
3 Total	Normal	South of the stone statue in the center of town, a little bit left, between a bush and a bit of pillar		Normal	Normal	Inside the Tavern (go around the back of the table to reach it)
	Red	Upper-left corner of the town, down the path past the guarded house	Wispemill	Normal	Normal	In front of the General Store, almost directly below the sign itself
	Normal	Narrow ramp near the entrance, across from a dead tree, then go right				
South Orewell Pass	Normal	After crossing the bridge, go down the right path, past the green flag				
4 Total	Normal	Go north, towards Dragonsong Fane, then right at the fork and follow the path				
	Normal	Down the ramp near the Save Point close to Orewell				

Location (Area)	Chest Type	Location (Within Area)	Contents
Bolderfall	Purple	Right of the Inn	Stinging Dagger
4 Total	Red	Inside Nobleman's House	1,000 Leaves
	Purple	Left of Ravus Manor gate, visible from entrance to area	Iron Helm
	Normal	Left of Ravus Manor itself, near the cliff edge	Broadsword
Flamesgrace	Normal	Inside the Cathedral, just inside the gate around the Sacred Flame, on the left side, near the wall	Herb of Valor
3 Total	Normal	Inside the Cathedral, to the right of the Cleric, against the wall, almost right between the large pillars, near the gray area	Healing Grape
	Normal	Inside the Cathedral, left of the pews, behind the 2nd big pillar (almost completely hidden)	Inspiring Plum
Clearbrook	Purple	East side of town, against a staircase, not far from the edge of town	Dubious Gold Ore
3 Total	Normal	Behind a tree by the pier, difficult to spot at first	Healing Grape
	Red	Inside Zeph's house (door is guarded by Zeph himself, 4/10 Difficulty)	Iron Axe
Sunshade	Normal	Inside the Tavern, up the stairs to the left and down the short, wooden path	Healing Grape
2 Total	Red	Inside the house guarded by the Dancer (near the entrance to town) (Difficulty: 1/10)	Traditional Dancer Garb
Cobbleston	Normal	Inside the house guarded by the Village Headman (Difficulty: 1/10)	Healing Grape
2 Total	Red	Inside the house guarded by the Captain of the Watch (Difficulty: 4/10)	Captain's Sword

Location (Area)	Chest Type	Location (Within Area)	Contents
S'warkii	Normal	Right in front of Inn (partially concealed by Tavern building)	Healing Grape
3 Total	Normal	In front of the Tavern, in the bottom-right-most corner of S'warkii	Inspiring Plum
	Purple	Inside the guarded house (Villager guarding it is Strength: 1/10)	Stone Bow
Atlasdam	Normal	In the palace, immediate left on the first floor, group of 3 chests	Healing Grape
4 Total	Normal	Chest #2 of group mentioned above	Inspiring Plum
	Normal	Chest #3 of group mentioned above	Herb of Awakening
	Normal	In the palace, immediate right on the first floor, just past the torch in the only alcove without an NPC	Thunder Soulstone
Rippletide	Normal	Across from the Armory, next to a bench, along the wall	Bottle of Poison Dust
4 Total	Red	Inside the Tavern, directly left of the Barkeeper	500 Leaves
	Normal	In front of the Inn, partially hidden from view by a pair of crates	Inspiring Plum
	Normal	Directly in front of the Tavern, JUST to the right of the door, partially hidden	Healing Grape

Location (Area)	Chest Type	Location (Within Area)	Contents	Location (Area)	Chest Type	Location (Within Area)	Contents
Saintsbridge	Normal	Inside the house between the Inn and the Provisioner, upper-right corner	Inspiring Plum (M)	Noblecourt	Purple	Inside the small house guarded by the Elderly Woman (Difficulty: 6/10)	10,000 Leaves
5 Total	Normal	Against the right wall of the log cabin above the Inn / Armory / Provisioner area (blends in with the stick bundles)	Energizing Pomegranate (M)	4 Total	Normal	In the bottom-right corner of the graveyard	Olive of Life
Upstream	Red	In the upper-most house, next to the Cathedral	Heavy Coin Pouch		Normal	South of Orick's Manser, partially hidden by a tree	Herb of Glamor
	Normal	In the plaza, behind the bushes (go the far left of the bushes, then you can go down and in front of the bushes)	Bottle of Sleeping Dust		Normal	Just to the left of the entrance to the mansion north of the Armory, behind a tree	Herb of Light
Cathedral	Normal	Against the left wall inside the Cathedral, in the upper-left corner, against the right wall of the left-side room	Olive of Life	Wellspring	Purple	Inside the left-most guarded house (Difficulty: 4/10), against the left wall	14,000 Leaves
	Normal	Inside the Cathedral, on the right side, between the two rows of thick and thin pillars, against the upper wall	Herb of Valor	4 Total	Purple	Inside the left-most guarded house (Difficulty: 4/10), against the right wall	9,000 Leaves
Victors Hollow	Red	Inside the house in the Arena Gate area, guarded by the Barker (Difficulty: 6/10)	Silver-filled Pouch		Normal	Inside the Barracks, against the back-left corner	Inspiring Plum (M)
4 Total	Normal	In the Arena, in the waiting room to the left of the large door leading into the Arena proper	Inspiring Plum		Normal	Down the lower path, in-between the two stalls against the oasis water's edge	Healing Grape (M)
	Purple	In the Arena, in the waiting room to the right of the large door leading into the Arena proper	Dark Amulet	Quarrycrest	Red	To the right of the inn, hidden behind the rock pillar	Pseudo Gold Ore
	Red	Inside the Orphanage, guarded by the Orphanage Matron (Difficulty: 6/10)	Heavy Coin Pouch	6 Total	Red	Just to the right of the guarded house	Dubious Gold Ore
Stonegard	Normal	In front of the Tavern, by the stack of barnets	Inspiring Plum		Normal	Inside the house up the ramp behind the Provisioner (the house from Cyrus' Chapter 2)	Wind Soulstone (M)
	Red	Stonegard Valleys, inside the last house (guarded by Elderly Stopowner / Ruffian, depending on Quest)	Spiked Armor	Mines	Red	Down the ramp to the left of the Tavern, against the back cliff	Healing Grape Bunch
	Normal	Stonegard Heights, against the left wall of the right-most mansion	Healing Grape (M)		Normal	Across the short bridge just to the left of the Tavern	Herb of Valor
Goldshore	Normal	Inside the Tavern, against the southern wall, in the corner	Olive of Life		Red	On the wooden scaffold at the highest point in town, south of the Questgiver (across the bridge)	Foo's Gold Ore
9 Total	Normal	Inside the house next to the Provisioner (the one from Allyn's Chapter 2), against the back wall	Inspiring Plum	Stillsnow	Normal	Inside the Tavern, at the top of the stairs on the left	Olive of Life
	Normal	Behind the tree near the tavern (go under the tavern hanging sign, then left behind the tree)	Thunder Soulstone (M)	5 Total	Normal	Inside the building right by the entrance to Primrose's Chapter 2 Area	Shadow Soulstone (M)
Manor District	Red	Next to the guarded house, in the gap between the stairs and the house	4,500 Leaves		Red	Inside the house guarded by the Townsperson (Difficulty: 4/10)	Swordbreaker
	Normal	In front of the house to the right of the Cathedral, against the left wall, behind the tree	Herb of Glamor		Normal	Inside the church in the upper-right corner of town	Healing Grape (M)
	Normal	To the left of the Cathedral (mostly obscured by the trees)	Energizing Pomegranate (M)		Normal	Inside the mansion near the entrance to Trail to the Whitewood	Inspiring Plum
Cathedral	Red	In the left-side room, behind the left-hand bed, against the back wall	Inspiring Plum Basket				
	Normal	To the right of the Flame itself, against the right-hand wall, near one of the support pillars	Herb of Light				
	Normal	Between the right-most row of pillars (the thinner ones) in-between the first and second pillar	Olive of Life				

Location (Area)	Chest Type	Location (Within Area)	Contents	Location (Area)	Chest Type	Location (Within Area)	Contents
Orewell	Normal	Inside the house just above the Inn, past the guarded door (Difficulty: 6/10)	Scrap of Rope	Everhold	Normal	Just to the left of the guarded house	Healing Grape (M)
4 Total	Normal	Inside the house by the Save Point, against the back wall on the right	Soothing Dust	3 Total	Red	Just to the right of the Save Point	Rare Stone
	Normal	Inside the guarded house between the Tavern and General Store (Difficulty: 7/10)	Weathered Boots		Red	In the Amphitheatre, against the right wall, 1st floor	Inspiring Plum Basket
	Normal	Inside the Tavern (go around the back of the table to reach it)	58 Leaves	Grandport	Red	Hidden behind some supplies to the left of the Tavern	Inspiring Plum Basket
Duskbarrow	Purple	Just to the right of the large stone statue in the middle of town	30,000 Leaves	6 Total	Normal	At the top of the stairs down to the church	Empty Coin Pouch
3 Total	Normal	South of the stone statue in the center of town, a little bit left, between a bush and a bit of pillar	Bottle of Poison Dust		Red	Left of the church (go along the beach)	Silver-filled Pouch
	Red	Upper-left corner of the town, down the path past the guarded house	Curious Antique		Normal	Market docks, buried in the supplies on the right	Bottle of Sleeping Dust
Riverford	Red	Inside the house guarded by the Townsperson in the front part of town (Difficulty: 8/10)	Revitalizing Jam		Red	Back of the Bazaar, left chest	25,000 Leaves
3 Total	Normal	Lower Riverford, go down the first staircase, to the left	Herb of Valor		Red	Back of the Bazaar, right chest	Dazzling Artwork
	Red	Inside the guarded house right by the Save Point (Difficulty: 8/10)	Adamantine Shield		Purple	In the guarded house, between the beds (Difficulty: 8/10) (Guide/Allure woman inside to get her to move)	Spirit Bow
Wispermill	Normal	In front of the General Store, almost directly below the sign itself	Thunder Soulstone (M)	Marsalim	Normal	Just left of the building above the Armory	Herb of Light
Northreach	Purple	Inside the Tavern, in the bottom-left corner	Master's Longbow	7 Total	Red	In the 2nd floor of the palace, right-side room, one of three chests	High House's Armor
5 Total	Purple	Inside the guarded house to the left of the Provisioner (Difficulty: 6/10)	20,000 Leaves		Red	2nd chest of the row above	25,000 Leaves
	Red	Inside the far-right house in the front part of town	Refreshing Jam		Red	3rd chest of the ones above	Enchanted Circlet
Lorn Cathedral	Normal	End of the path before it goes upward towards the...cellars, oddly enough.	Inspiring Plum (M)		Purple	Behind the throne inside the palace	Tempest Amulet
3 Total	Normal	Just right of the cellar building (inside Therion's Chapter 4 area)	Ice Soulstone (M)		Normal	In the market square, against the stairs on the right, hidden behind the green-hat merchant	Bottle of Sleeping Dust
					Purple	Inside the guarded house in the market, behind the woman (Allure/Guide her to reach the chest)	Spirit Bow

Location (Area)	Chest Type	Location (Within Area)	Contents
Mountain Pass	Normal	Directly north of the entrance from Cobbleston, hidden by the fog	Healing Grape
4 Total	Normal	A grassy path along the southern path, going south off the main path	Inspiring Plum
	Normal	Down a path to the right after the first set of north-bound steps, across from the 'Flag'	Light Souldstone
	Red	Down a short path right outside the Brigands' Den (visible as you approach)	Old Coin
Brigands' Den	Normal	Left-most path, up the stairs, then u-turn back down a narrow rock path	Fire Souldstone
5 Total	Red	Left path to the supply area, top level, chest at the path's end	Copper Lantern
	Normal	Right-hand path, then up through the arch with the torch nearby	Healing Grape
	Normal	Slightly hidden ramp just below the Save Point	Inspiring Plum
	Red	Right-hand path, arch with the torch, hidden path to the right of the torch	Black Cap
South Cobbleston Gap	Normal	Across from the entrance to Eastern Sunshade Sands	Herb of Awakening
5 Total	Normal	Grassy area down the left-facing paths once you leave Cobbleston	Herb of Clamor
	Normal	Grassy area south of the signpost, down a shallow ramp	Healing Grape
	Red	From path above, go the other way, through the doorway-like opening (chest visible behind a fence)	1,000 Leaves
	Normal	Near the North Cobbleston Gap entrance, hidden path across from the first green 'flag'	Olive of Life
North Cobbleston Gap	Normal	First downward ramp (grassy) of the main path from South Cobbleston Gap	Healing Grape
5 Total	Purple	Hidden path down, against the rocks next to the chest above	Magic Nut
	Normal	Small alcove near entrance to Untouched Sanctum (hidden entrance between rocks along main path)	Inspiring Plum
	Normal	Just south of the Signpost, in the direction of Rippelittle	1,200 Leaves
	Normal	In a bush, across the bridge near the entrance from East Rippelittle Coast	Light Souldstone
Path of Rhyio	Normal	Directly across from the entrance from Clearbrook, ramp down hidden between two trees, small clearing	Healing Grape
3 Total	Normal	In a small clearing on the island where the two bridges both connect	Soothing Dust
	Normal	West of the Save Point, around the rocks (hidden path), across from the Cave of Rhyio entrance	Essence of Plum
Cave of Rhyio	Normal	Immediately left once you enter the Cave	Ruinous Seed
5 Total	Red	Down the ramp just south of the first set of stairs you see	500 Leaves
	Normal	Up the first two staircases, then left through a hidden gap (by the torch) and loop around the rock	Injurious Dust
	Normal	Up a set of stairs just north of the first bridge, chest is on a small ledge	Soothing Dust
	Normal	Down from the first set of stairs after crossing the bridge, down a small ramp, near the water	Inspiring Plum
	Red	Near the final branch in the path (merchant visible in background) head down a ramp near a waterfall	Inspiring Plum
	Red	Right of the merchant, hidden path through the archway before the final clearing	Bronze Vest
	Normal	Just left of the Save Point (visible by Save Point and briefly on the way down from the bridge)	Purifying Dust
West Clearbrook Traverse	Normal	Just south of the entrance from South Bolderfall Pass, south past the bridge, near the river	Odds and Ends
3 Total	Normal	South, across the bridge from the save point and down a short ramp, just around the side of it	Olive of Life
	Normal	Down the second bridge south as you leave Clearbrook, then to the left at the end of an outcrop	Healing Grape
South Clearbrook Traverse	Normal	Down a small ramp right from the entrance to West Clearbrook Traverse	Olive of Life
4 Total	Red	Left of the Save Point after the bridge	500 Leaves
	Normal	Down a short bridge on the path from Saintsbridge	Healing Grape
	Normal	Just across from the entrance from East Saintsbridge Traverse	Soothing Seed
Southern Sunshade Sands	Normal	Directly north of the entrance from South Clearbrook Traverse	Inspiring Plum
3 Total	Normal	Just south of the exit from Sunshade Catacombs, Save Point visible in background from chest's location	Herb of Clarity
	Red	Directly south of Sunshade, hidden behind a short pillar of rock	Old Coin
Sunshade Catacombs	Normal	Directly below the entrance from Sunshade	Healing Grape
4 Total	Normal	Up the stairs after going under the stone arches (can see it faintly above you as you pass)	Shadow Souldstone
	Normal	To the right of the Save Point, on the opposite side of the stairs	Inspiring Plum
	Red	Down the stairs from Save Point, follow path to area under start, hidden path to left	Empowering Earring
Eastern Sunshade Sands	Normal	Just to the left of the Whistling Cavern	Thunder Souldstone
3 Total	Normal	Just to the right of the Whistling Cavern, under an arch with sand falling off it	Olive of Life
	Normal	Directly west of the entrance from South Cobbleston Gap	Healing Grape
West S'warkil Trail	Normal	Near the Save Point, slightly north of it	Herb of Light
3 Total	Normal	Left-most grassy trail, west of the Signpost near the trail to Victoria Hollow	Olive of Life
	Normal	Small dead-end near the entrance to North S'warkil Trail, by the Signpost	Inspiring Plum
North S'warkil Trail	Red	Small alcove near entrance to West S'warkil Trail	Sleepy Nut
4 Total	Normal	Just east (at the top) of the arching part with the railing on the western side of the area	Herb of Awakening
	Normal	Near entrance to Western Flamesgrace Wilds, slight dead-end just west of the first snow-covered tree	Olive of Life
	Normal	Near entrance to S'warkil, small clearing just right of the entrance	Healing Grape
Path to the Whisperwood	Normal	Small dead-end directly across from the entrance to S'warkil	Shadow Souldstone
4 Total	Normal	Corner of forested area just north of entrance to S'warkil (small ramp along northern edge of path)	Healing Grape
	Red	Dead-end path near path where the main path first turns straight west	500 Leaves
	Normal	Short dead-end where the path turns directly south for the first time	Inspiring Plum
The Whisperwood	Normal	Directly north of the entrance to Path to the Whisperwood, end of a long dead-end	Healing Grape
6 Total	Normal	South-western-most corner (go straight west from entrance, small lower path)	Shadow Souldstone
	Normal	Just east of the Save Point in a small clearing	Energizing Pomegranate
	Red	Top of a hill directly east of the Save Point (path is between two rocks)	Bronze Vest
	Red	South of the Save Point (dead-end path, just before the Save Point + Torches)	600 Leaves
	Normal	Follow the path left, then take the first left after it turns north.	Inspiring Plum

Location (Area)	Chest Type	Location (Within Area)	Contents
North Atlasdam Flats	Normal	Near entrance to Northern Flamesgrace Wilds (down a ramp, then a second ramp hidden against the wall)	Olive of Life (M)
2 Total	Normal	Near a stone sign close to the Save Point (hidden ramp just south of it)	Thunder Souldstone
Subterranean Study	Normal	Immediately on the left as you enter, down a short path	Healing Grape
7 Total	Normal	Up the first ramp (by the first torch) and straight forward, under the string of lights overhead	Herb of Clamor
	Normal	At the 3-pronged path (under the lights) keep going forward, follow the path above to the chest above	Inspiring Plum
	Red	At the 3-pronged path above, go a bit past the ramp, then right BEHIND the ramp is a path to the chest	Wind Attire
	Normal	Right of the first set of actual stairs, down a short dead-end path (just before the Save Point)	Herb of Light
	Normal	Just past the Save Point, forward and around a corner	Old Coin
	Normal	East of the Save Point, past the end-area and keep going east, then down a small ramp south	Light Souldstone
East Atlasdam Flats	Normal	Just outside the Atlasdam stone bridge, directly south of the save point	Inspiring Plum
2 Total	Red	Just down the path from Atlasdam, grassy path to the right of the main path	500 Leaves
Path to the Cave of Origin	Normal	On a slight dip below the main path, close to the entrance	Healing Grape
3 Total	Red	Eastern-most point in the area, about halfway up the path, small turn-around on that side	600 Leaves
	Normal	In front of the Cave of Origin, on the left-hand side	Herb of Clarity
Cave of Origin	Normal	Just inside the Cave of Origin (at first branch in the path, go left)	Healing Grape
5 Total	Normal	End of a short dead-end path, just south of the first staircase you encounter	Inspiring Plum
	Normal	Just to the right of the first staircase (ramp is hidden, walk along north side of path to the right of the staircase)	Shadow Souldstone
	Red	Top of the second staircase (the first short one), gap between the rocks on the right, ramp leads up to it	Silver Hairpiece
	Red	Short path downward (just before the Save Point)	Refreshing Jam
Western Flamesgrace Wilds	Red	Directly north of entrance to North S'warkil Trail (go around path's first turn)	800 Leaves
	Normal	Just east of Hoarfrost Grotto, in a small clearing below	Critical Nut
	Normal	Just above Hoarfrost Grotto, in a small clearing off to the right	Shadow Souldstone
	Normal	Along upper part of the path, west-side outcrop across from where it meets Northern Flamesgrace Wilds	Healing Grape
Northern Flamesgrace Wilds	Normal	Just west of the Save Point, to the south where the path splits north/south	Inspiring Plum
3 Total	Normal	In a clearing just north of Flamesgrace, past the Save Point, path wraps around it	Olive of Life
	Normal	Just below the last set of stairs leading out of Flamesgrace, down a small ramp	Herb of Clamor
Ravus Manor	Normal	First half, first floor, library area on left side	Inspiring Plum
7 Total	Normal	First half, second floor, right-most room by the bed	Healing Grape
	Purple	First half, second floor, left of the entrance to the back half of the Manor	800 Leaves
	Normal	Second half, first floor (one you start on), right-most room	Wind Attire
	Normal	Second half, second floor, just outside the 2-part room	Healing Grape
	Purple	Second half, second floor, end of balcony overlooking the Dragonstones	Invigorating Nut
	Normal	Second half, first floor, under the stairs by the Dragonstones room	Bottle of Baffling Dust
North Bolderfall Pass	Normal	Near entrance to Bolderfall, down ramp right outside the town	Healing Grape
3 Total	Red	Hidden path (left of where the trail goes right with the rope railing) and up a pair of ramps	1,000 Leaves
	Normal	Near entrance to South Bolderfall Pass, down a small ramp from the other side of the last small bridge	Olive of Life
South Bolderfall Pass	Normal	Right near the Save Point, directly next to the bridge	Herb of Awakening
4 Total	Normal	Across the bridge from the Save Point, then up the ramp under the arch, then left on the cliff edge	Wind Souldstone
	Normal	Down the ramps towards Carrion Caves, on a wooden platform under the first ramp	Inspiring Plum (M)
	Normal	Near entrance to West Clearbrook Traverse, directly above it, behind the first ramp down	Healing Grape
North Rippelittle Coast	Red	Right of the path, right next to the entrance to East Atlasdam Flats	Fortifying Nut
3 Total	Normal	On the beach, down a small ramp directly south of the Save Point	Healing Grape
	Normal	Just south of Undertow Cove, on the same beach (where the path doubles back on itself)	Olive of Life
East Rippelittle Coast	Red	On a beach south of the Save Point and down the stairs (to the left of the bridge)	Magic Nut
3 Total	Normal	On the beach to the right of the bridge, down a long, stone ramp	Inspiring Plum
	Normal	Other side of a ramp near the entrance from North Cobbleston Gap, left when the main path goes right	Wind Souldstone
Path to the Caves of Maiya	Normal	Down the first ramp from the entrance, on the beach	Healing Grape
4 Total	Normal	Down the second ramp from the entrance, at the path's end	Inspiring Plum
	Normal	Go up from the stairs downward to the Caves proper, and follow the upward path to a small alcove	Herb of Clarity
	Normal	Across from the Caves entrance, go around the stairs and onto the beach, half-buried in sand	Healing Grape
Caves of Maiya	Red	Hidden path across from the entrance, follow it to the left and around a curve	1,000 Leaves
5 Total	Normal	As you follow the path, first upward path (torch by the path), chest visible on the way there	Healing Grape
	Normal	On the docks, starting just west of the path of the chest above	Inspiring Plum
	Normal	Hidden path just south of the Save Point (on the right), follow the path to the end	Thunder Souldstone
	Red	Path to the left of the Save Point, before the final area, just follow the path to the end	Refreshing Jam
Untouched Sanctum	Normal	Down the south path from the Save Point, then right at the fork	Healing Grape (M)
6 Total	Purple	South of the Save Point, by the stone carving for "Noelle, Seeker of Knowledge (I)"	Sharp Nut
	Normal	End of the winding path, in the clearing with the picnic-like setup, upper-left corner	Olive of Life (M)
	Normal	End of the winding path, in the clearing with the picnic-like setup, bottom-right corner	Inspiring Plum (M)
	Red	Left of the Save Point and up the path to the North	Inspiring Plum
	Red	Directly left of the chest above (hidden path in the left wall)	Poie Mace
Path of Beasts	Red	At the first intersection, go down, then follow the path left	Tough Nut
4 Total	Normal	Up at the first intersection, then left at the second one (the one without torches, just sunlight)	Inspiring Plum (M)
	Red	Same as previous chest, but go right instead of left at the second intersection	4,000 Leaves
	Purple	Up at the second intersection, then hidden path along the left side of the path going upward	War Lance
The Whistewood	Red	Near the entrance, up from the first torch, visible on the right	1,500 Leaves
5 Total	Normal	From the second torch after entering, follow the path down and around the lake's edge	Energizing Pomegranate
	Red	Upward path through the arch, between the 3rd and 4th torches, then go right (hidden path)	Silver Sword
	Red	Follow the torch-lit path, just northwest of the 6th torch (slightly above a section of broken fence)	Resistant Nut
	Red	Go down from the 5th torch, then slightly right as the path curves a bit, hidden in semi-darkness	Healing Grape Bunch

Location (Area)	Chest Type	Location (Within Area)	Contents
Road to Morlock's Manse	Normal	When the path goes north towards the Manse, follow it down, and onto a wooden path on the right	Heating Grape (M)
	Normal	Up the wooden stairs along the path (under the wooden platform with the purple crystal on it)	Inspiring Plum
	Red	End of the winding path by the last Save Point, by the Manse itself	5,000 Leaves
Morlock's Manse	Normal	Left-side room as you enter and go up the stairs, near the back window	Heating Grape (M)
	Normal	Room on the lowest floor, behind the table, against the back wall	Emerging Pomegranate (M)
	Red	In the room behind the first Save Point (directly north of the Save Point)	Conscious Stone
Back Half of the Manse	Red	From the chest above, hidden doorway in the upper-left corner, against the left wall, chest is in upper-left corner	6,000 Leaves
	Normal	Inside the room along the balcony from the Save Point room, near the fireplace	Wind Soultone (M)
	Red	Room on the immediate left as you enter the second half, behind the table	Refreshing Jam
	Purple	Second room after you climb the stairs by the second half entrance, near the back crates	Hasty Helm
The Sewers	Normal	By the Save Point, on the other side of the large doorway, hidden in the shadows in the lower-left corner	Olve of Life (M)
	Red	First path down after you enter, past the first Save Point	Inspiring Plum Basket
	Purple	Down from the waterfall, then down the stairs to the right	Sinje Sabar
	Normal	Below the first room, dramatically placed between the two torches	Fire Soultone (M)
Carrots Caves	Normal	Inside the first room, near the back-left corner	Emerging Pomegranate (L)
	Red	Across the bridge to the left of the first room, then up against the back wall	Heating Grape Bunch
	Red	From the chest above, go left and around the final room (hidden path against upper wall)	Sprightly Ring
	Normal	Down the stairs by the last Save Point, down the narrow left path	Bottle of Befuddling Dust
Road to the Caves of Azure	Red	Across the bottom path across the cave, bottom-right corner of the dungeon	Topaz Nut
	Normal	Narrow, winding path, north of the Purple chest, down a short side-path, upper-left corner of the dungeon	Inspiring Plum (M)
	Red	Path directly to the right of the Save Point, goes along the top of the dungeon after a ramp	6,000 Leaves
	Normal	In the clearing where the Boas is located	Enchanted Axe
Caves of Azure	Normal	Hidden path below the 4th torch as you go up the ramps, into the darkness, end of the path	Olve of Life (M)
	Red	Up the narrow gap in the rocks from the entrance, through the winding, hidden path	Heavy Coin Pouch
	Normal	Down the lower path when the main path forks into two wide paths	Emerging Pomegranate
	Normal	After you cross the bridge, take the lower path down	Purifying Seed
Orlick's Manse	Normal	Down the path from the first Save Point, then left along the winding path	Purifying Seed
	Purple	North of the first Save Point, along the winding path (faintly visible from Save Point)	Falcon Garb
	Normal	Along the bridge lower down, then along the lowest path to the bottom-right corner of the dungeon	Ruinous Dust
	Purple	Follow the northern, winding path, then follow the hidden path north of the green froed plant	Spliked Armor
Back Half (First Floor Door)	Red	Up the stairs as you enter, then u-turn and go down the southern hallway	3,000 Leaves
	Normal	Second floor, left-most room, against the back wall	Olve of Life
	Normal	Second floor, 2nd room from the left, to the right of the fireplace	Inspiring Plum
	Red	Against the wall under the stairs, on the left side of the room	Heating Grape Bunch
Back Half (Second Floor Door)	Normal	Second floor, back of the long room, against the back wall	Light Soultone (M)
	Purple	Right-most room, then through the doorway on the left wall into a hidden room	Lightning Amulet
	Red	First floor, down the stairs, by the desk near the center of the room	Refreshing Jam
	Red	As you enter, take the left path and stay left until the end of the path along the edge of the dungeon	6,000 Leaves
Whistling Cavern	Normal	In the left 'branch' of paths, take the short ramp on the left, follow the path to the clearing in back	Fire Soultone (M)
	Normal	Left 'branch' of paths, go past the small ramp, down the hill, hidden path to the right	Inspiring Plum (M)
	Red	Go down the right paths (bordered by stalagmites), go down along the wall, follow the path down (hidden path in left wall)	Heavy Bow
	Normal	Go down the right paths (bordered by stalagmites), go to the wall, follow it up, chest is partially hidden behind a rock on the cliff	Olve of Life (M)
Tomb of Kings	Normal	Up the stairs from the entrance, then left along the 2nd floor	Bottle of Blinding Dust
	Normal	From the previous chest, up into the alcove, then hidden arch under the stairs, then down	Fire Soultone (L)
	Purple	From previous chest, back under the stairs, then up while still under the stairs	Hasty Helm
	Red	3rd floor, right side, in the upper-right corner of the area around the top of the stairs	Heating Grape Bunch
The Hollow Throne	Red	4th floor, up the left staircase from the 3rd floor, then ignore the next stairs and go left	9,400 Leaves
	Red	4th floor, up the right staircase, on the small upturned platform with the railing	Carious Antique
	Red	5th floor, in the back, against the wall	Bright Stone
	Red		

Location (Area)	Chest Type	Location (Within Area)	Contents
Murkwood Trail	Normal	Right near the main path, after going down the first two ramps	Herb of Awakening
	Red	Where the main path reaches the lowest point (ramp is partially behind a rock pillar), down the grassy side path	Inspiring Plum Basket
	Red	Hidden path directly left of the Save Point before the Murkwood bridge	3,500 Leaves
Twin Falls	Normal	North of the first Save Point, against the left wall, hidden path (visible from first left path at start)	Olve of Life (M)
	Normal	North of the first Save Point, left at the fork, end of the short path, against the stalagmites	Inspiring Plum
	Normal	North of the first Save Point, right at the fork, then take the lower path	Emerging Pomegranate (M)
	Purple	Right at the Save Point, then right at the fork after that, end of a lower path	Psychic Staff
The Murkwood	Normal	South of the Boas area, down the south-east path, in a small outcrop along the path (Boas clearing visible in background)	Inspiring Plum (M)
	Normal	Down the south-west path from the Boas clearing area, along the left-most edge of the dungeon	Heating Grape (M)
	Red	In the Boas Clearing	Refreshing Jam
	Red	Past the Boas Clearing, hidden path against the right wall of the clearing	6,000 Leaves
Road to the Obsidian Parlor	Normal	Directly left as you enter, at the first torch, follow the short grassy path along the river	Inspiring Plum
	Normal	Left from the entrance, go north and stay along the river-side the whole way	Emerging Pomegranate (M)
	Red	Right from the entrance, through the arch, then down at the fork after the arch	Olve of Life (M)
	Red	Up from the northern Save Point, left at the torch and down the long, misty path	Kite Shield
Secret Path	Normal	By the eastern river, north along bank on the left side	Heating Grape (M)
	Purple	Bottom-right corner of the dungeon, across a grassy bridge over the river, under an outcrop	Heating Grape Bunch
	Red	Just north of the chest above, short bridge over the river, follow the path north	Clarity Stone
	Red	Hidden path to the right, behind the arch of rocks, just before the Boas clearing	Psychic Staff
Hoarfnost Grotto	Red	Left of the final Save Point, follow the path left, then down the ramp into the dark part of the forest, into a grassy dead-end	5,000 Leaves
	Purple	Hidden to the far left of the Parlor's entrance, behind some trees, against the outer wall	Dark Amulet
	Normal	Near the entrance from Stillmore, up a ramp leading north, in a small, snowy clearing	Ice Soultone (M)
	Normal	Down the narrow ramp next to the Save Point, in a small clearing	Herb of Revival
The Hollow Throne	Normal	Down the stairs to the immediate right from the entrance, end of the short path	Herb of Revival
	Normal	Down the stairs from the first Save Point, then down the ramp just south of those stairs	Shadow Soultone (M)
	Normal	Down the stairs from the first Save Point, then to the right	Inspiring Plum (M)
	Red	Across the bridge, then down a hidden path to the south (hidden by the cliff)	6,500 Leaves
The Hollow Throne	Normal	Across the bridge, then down the stairs you see to the north	Emerging Pomegranate (M)
	Purple	Down the stairs north of the first Save Point	Spliked Vest
	Red	Down the short staircase near the entrance to the Obsidian Parlor, a bit south of the entrance	Heating Grape Bunch
	Red	Path across from the entrance to the Obsidian Parlor, at the path's end	Wakful Stone
The Hollow Throne	Red	Follow the path south of the first Save Point (under the bridge and through the hidden bit)	Light Nut
	Normal	Directly south-east of the first Save Point, down short path (Save Point cliff visible in background)	Heating Grape (M)
	Normal	Path south of the first Save Point, then right, and right again after a ramp back up	Olve of Life (M)
	Purple	Hidden path just north of the chest above, to the right, in the rocks	10,000 Leaves
The Hollow Throne	Purple	Upper-right part of the main looping path, upward path, leads along upper edge of dungeon	Soul Hatchet
	Normal	Path south of the Boas clearing, down a ramp and a short path	Inspiring Plum (M)
	Red	Up the stairs by the Save Point at the entrance, hidden path against the right-hand wall	Antidote Stone
	Normal	Bottom-left corner of the dungeon, on the 1st floor	Emerging Pomegranate (L)
The Hollow Throne	Red	Up the ramp that's left of the overgrown stone arch	Refreshing Jam
	Red	In a stone alcove between the 1st floor staircases (go up to the 2nd floor, left, then down the right stairs to get to it)	4,000 Leaves
	Purple	3rd floor, alcove on the right (use the right-side stairs to reach it)	Argent Axe
	Normal	4th floor, u-turn after the stairs from the 3rd floor, chest is in the narrow arch	Olve of Life (M)
The Hollow Throne	Red	Very top of the dungeon, right of the throne	Moonblade
	Normal	Left of the last stairs before the throne (hidden in shadow)	Heating Grape (M)

Location (Area)	Chest Type	Location (Within Area)	Contents
Specterwood Trail	Red	Near the entrance, just to the north, a gap in the rocks by the first tree you can see	5,000 Leaves
	3 Total	In the grassy field between the Stoneward path and the Specterwood entrance, against the northern cliff	Frog's Gold Ore Herb of Clamor
The Specterwood	Red	Up from the first Save Point, and keep left, in a small grassy alcove	Refreshing Jam
	6 Total	From the chest above, back down the path, then go right and follow the new path north to a clearing	6,000 Leaves
	Red	Directly left of the final Save Point (go down, left, then loop back around to reach it along a grassy path)	Copper-filled Pouch
East Saintsbridge Traverse	Purple	Under the arch in the bottom-right of the dungeon, hidden path left of the torch by the broken pillar	Fire Amulet
	Normal	From the visible chest under the arch, south a bit, then east, up a grassy slope, dark grassy area	Fire Souldstone (M)
4 Total	Normal	Across from the entrance from South Clearbrook Traverse, past the bridge, down a grassy ramp	Herb of Healing
	Red	Just down the ramp from the Save Point, before the bridge, by a tree to the right	Healing Grape (M)
Western Snowfall Wilds	Red	Behind a pine tree to the right of the frozen lake, near the entrance from East Victor's Hollow Trail	Herb of Revival
	4 Total	Against a curve of rocks south of the frozen lake, up the hill	Ice Souldstone (M)
Normal	Normal	On the frozen pond, directly south of the Tomb of the Imperator	Healing Grape (M)
	Normal	Up from the Save Point near the Tomb, then all the way to the left after ascending the cliff	Emerging Pomegranate (M)
Fanshore	Red	From the first Save Point, go up the northern bridge and u-turn past the torch	Healing Grape Bunch
	7 Total	From the first Save Point, go up the northern bridge, then take the left fork when the path splits after the torch	Emerging Pomegranate (M)
Normal	Normal	Up the northern bridge, right after the torch, then directly south until you reach the water's edge	Olive of Life (M)
	Purple	From the Unsavory Man, go right off the bridge, down the narrow path, then right (hidden path in the wall)	30,000 Leaves
Purple	Normal	From the final clearing, go south, past the bridge, small ramp on the right, near the water	Clarity Stone
	Normal	Directly left of the Unsavory Man, in a short, dead-end path	Ice Souldstone (L)
Western Noblecourt Plains	Red	Across the lower bridge as you enter, then ignore the northern bridge and go right	Inspiring Plum Basket
	5 Total	Just up the ramp to the left of the Shrine of the Sage	Wind Amulet
Normal	Normal	South of the Hollow Throne, directly under a tree	5,000 Leaves
	Normal	Just north of the Hollow Throne (follow the wall up the hill) behind a rocky spur	Emerging Pomegranate
Normal	Normal	In the middle of the field, across from Noblecourt, slightly north of it	Healing Grape (M)
	Normal	Directly east of the entrance to Western Wisperrill Falls, against the back wall, partially behind a tree	Light Souldstone (M)
Western Wellspring Sands	Red	Against the foreground, next to a cactus, directly south of the left-most edge of the lake	5,000 Leaves
	2 Total	Through the path (behind the sandy arch, not through it) and hidden in the ray of sunlight left of the arch	Olive of Life (M)
Lizardmen's Den	Red	Up the stairs by the first Save Point, then right (hidden path behind the rocks)	2,000 Leaves
	Purple	Up the two staircases by the entrance, then right (hidden path against the right wall of the marble floor)	Silver-filled Pouch
Red	Red	Up the stairs by the first Save Point, then left before the smaller staircase (hidden ramp to the left)	200 Leaves
	Red	After the first bridge, go immediately down the stairs just below the bridge	800 Leaves
Red	Red	After the first bridge, go south through the grass and down a set of stairs (chest partially hidden in fog)	4,000 Leaves
	Red	Across the stairs from the first bridge, down the path along the cliffside	Copper-filled Pouch
Red	Red	After the bridge, go up past the broken pillar, then immediately down the short staircase just above it	1,000 Leaves
	Red	Up the stairs by the final Save Point, around the path, in a small cave in the cliff	1,400 Leaves
Path to the Forgotten Grotto	Red	Just up the stairs from the previous chest	Copper-filled Pouch
	3 Total	Across from the entrance, down the grassy path off the main path	Olive of Life
Normal	Normal	Down the grassy path just before the first bridge, to the north	Shadow Souldstone (M)
	Normal	To the right after crossing the 2nd bridge, through the grass	Healing Grape (M)
The Forgotten Grotto	Normal	From the 2nd torch, up the ramp and to the right	Herb of Light
	9 Total	From the 2nd torch, up the ramp and to the left	Healing Grape Bunch
Red	Red	Halfway down the ramp between the 2nd and 3rd torch, hidden path on the left wall	Inspiring Plum Basket
	Purple	Down from the 6th torch, then right down the ramp (away from the 7th torch)	Sledgehammer
Normal	Normal	Left of the 6th torch, down the ramps	Emerging Pomegranate (L)
	Red	Just through the rock to the right of the 10th torch (across the bridge just above the water)	15,000 Leaves
Normal	Normal	Left of the 10th torch, downward (ignore the upward ramp)	Olive of Life (M)
	Green	Between the 12th and 13th torch, upward path to the back, then to the right	Vivifying Stone
Derelect Mine	Normal	End of the Dungeon (automatically opened)	Chapter Items
	Normal	Up the first northern path from the entrance (literally before the Save Point)	Wind Souldstone (L)
6 Total	Purple	Up the north path by the 3rd torch, then left, past the crates	Cosmosic Stone
	Normal	Hidden path in the right wall next to the 5th torch	16,000 Leaves
Normal	Normal	Left-side path in-between the 5th and 6th torches (visible as you go right from below)	Inspiring Plum (M)
	Normal	Go left from the 6th torch, and ignore the upward torch-it path, keep going left	Olive of Life (L)
Red	Red	In the final clearing, after you've defeated the Boss	Carnage Blade

Location (Area)	Chest Type	Location (Within Area)	Contents
South Quarrycrest Pass	Normal	Across from the entrance from South Baldorfall Pass, before the bridge	Herb of Valor
	3 Total	Left at the Signpost, then right when the path meets the back cliff (hidden path to the right)	Fire Amulet
Normal	Normal	Across the bridge over the Shrine, nestled against the rocks south of the bridge	Emerging Pomegranate
	Normal	Directly east of the Signpost, through a hidden path under the rocky arch, in a patch of grass	Emerging Pomegranate
North Stoneward Pass	3 Total	Normal	Short path near the entrance from West Stoneward Pass, down a ramp, in front of the tree
	Normal	Normal	Right near the entrance from Moonstruck Coast, on a small grassy patch to the left
East Victors Hollow Trail	Normal	Normal	Directly east of the first Signpost, near the entrance from West Swanki Trail, by a tree
	3 Total	Normal	Near the second Signpost (near the Shrine), up the ramp to the left and down a short path
Shrine of the Humans	Red	Red	Up the ramp of the chest above, but keep going left (hidden path behind rocks) and follow the winding path
	Normal	Normal	Directly to the right of the walkway, against the stone railing
Moonstruck Coast	Normal	Normal	Right near the entrance from North Stoneward Pass, half-hidden in tall grass
	4 Total	Red	East of the Signpost, half-buried in the sand on the beach
Normal	Normal	Normal	Just south of the Shrine of the Scader, behind a rock, against the waterline
	Purple	Normal	Up the stone ramp, right near the Save Point
West Goldshore Coast	Normal	Normal	On the beach, just south of the Unsavory Man far from the entrance from Moonstruck Coast
	4 Total	Normal	On an outcrop of rock, west of the Knowledgeable Traveler near Goldshore, across the first bridge from town
Normal	Normal	Normal	Just below the entrance from West Grandport Coast, down a pair of small ramps
	Purple	Normal	Across from the entrance to Captain's Bann, on the opposite beach
Northern Wellspring Sands	4 Total	Normal	Directly left of the entrance from East Sunshade Sands, partially behind a bush
	Normal	Normal	Along the path to Quicksand Caves, near the bend, half-buried in the sand on the left side
Normal	Red	Normal	Hidden path along the rocks on the bottom of the path, right outside the Quicksand Caves entrance
	Normal	Normal	In a short dead-end to the right of the Injured Scout (opposite side of rocks from Quicksand Caves)
Captains' Bann	Normal	Normal	Right of the 2nd torch, down when the path branches
	6 Total	Red	Right of the 2nd torch, up when the path branches
Normal	Normal	Normal	Southwest of the 3rd torch (hidden path through the rock)
	Red	Red	Just past the 5th torch, hidden path in right wall (the foggy upward corner)
Purple	Red	Red	Up the ramp just past the 7th torch, then hidden path to the right
	Purple	Red	South of the last Save Point, end of the dead-end path
Southern Wellspring Sands	Normal	Normal	Down the small sand ramp directly across from the entrance
	4 Total	Normal	Go around the first u-turn from the entrance, hidden path against the upper wall, gap in the rock on the right
Rivira Woods	Purple	Normal	By the Save Point closer to the Black Market, hidden path to the right of the stairs there
	8 Total	Normal	Behind all the crates and supplies near the Black Market (entrance is between the two jars lower down)
Normal	Normal	Normal	From the entrance, take the downward path, follow it all the way down, ignoring the upward ramp
	Red	Normal	Left path from the entrance, then left again at the intersection
Normal	Normal	Normal	Upper path at entrance, then right at the fork, chest is sitting in the grass on the right
	Purple	Normal	Upper path at entrance, then right at the fork, follow it the path all the way up
Normal	Normal	Normal	Upper path at entrance, then right at the fork, then take the left ramp, up, and follow that upper path all the way to the left
	Purple	Normal	Upper path at entrance, then left at the fork, then up the left-side ramp when the path turns upward again
Road to the Seaside Grotto	Normal	Normal	Along the main, torchlit path, second-to-last downward path before the final Save Point
	5 Total	Normal	Take the ramp below the first Save Point, onto the beach, and look near the far edge, behind the rocks
Red	Normal	Normal	Up the first ramp by the first Save Point, then take the downward path, following the ramp onto the beach
	Red	Normal	Where the first downward path goes to the left, keep going down and around the rocks
Tomb of the Imperator	Red	Normal	Up the ramps from the first Save Point
	7 Total	Normal	After the stone 'bridge' of ramps halfway towards the dungeon, slightly hidden lower ramp as you go back down
Purple	Normal	Normal	Up the path north of the entrance, follow it down the stairs
	Red	Normal	At the 3rd torch, go back up the stairs, and follow the northern path (chest easily visible)
Red	Normal	Normal	Just north of the 4th torch, on the right side of the staircase
	Red	Normal	Path south of the 5th torch (end of the longest part of the path)
Red	Normal	Normal	Up the stairs from the 5th torch, then left and down (visible as you approach)
	Red	Normal	From the previous chest, up the dead-end path north, hidden doorway against the right wall
Eastern Wellspring Sands	Red	Normal	End of the dungeon, in the clearing, after you defeat the Boss
	6 Total	Normal	Right from the entrance, along the path past the cactus
Normal	Normal	Normal	Hidden behind the signpost that's up against the cactus, near the middle of the area
	Normal	Normal	Left and a little down from the signpost, hidden behind the fronds of a palm tree
Eastern Marsalim Sands	Purple	Normal	Left the Save Point, then take the small ramp down and follow the path back
	3 Total	Normal	Southeast of the Signpost, in a small clearing, between a cactus and a palm tree
West Stoneward Pass	Normal	Normal	On the left as you enter, where the two palm trees are, just below the lower palm tree
	3 Total	Normal	Directly right of the signpost, against a lone spire of rock
Normal	Normal	Normal	Near the stone bridge near Marsalim, on the left side, between the wall and a palm tree
	Red	Normal	Near the Eastern Wellspring entrance, up the first ramp then left, behind the green flag
Normal	Normal	Normal	From the Eastern Wellspring entrance, left at the last fork before the 1st bridge
	Red	Normal	From the North Stoneward entrance, down, then down the ramp when the path goes left

Pomegranates (Small, Medium, and Large)		
Location (Area)	Chest Type	Contents
The Whispereed	Normal	Just east of the Save Point in a small clearing Energizing Pomegranate
The Whistlewood	Normal	From the second torch after entering, follow the path down and around the lake's edge Energizing Pomegranate
Road to the Caves of Azure	Normal	Down the lower path when the main path forks into two wide paths Energizing Pomegranate
Western Noblecourts Flats	Normal	Just north of the Hollow Throns (follow the wall up the hill) behind a rocky spur Energizing Pomegranate
South Quarrycrest Pass	Normal	Across the bridge over the Thron, nestled against the rocks south of the bridge Energizing Pomegranate
North Stonegard Pass	Normal	Directly east of the Signpost, through a hidden path under the rocky arch, in a patch of grass Energizing Pomegranate
West Goldshore Coast	Normal	On the beach, just south of the Unsavory Man not far from the entrance from Moonstruck Coast Energizing Pomegranate
Southern Wellspring Sands	Normal	Down the small sand ramp directly across from the entrance Energizing Pomegranate
West Stonegard Pass	Normal	Near the Eastern Wellspring entrance, up the first ramp then left, behind the green flag Energizing Pomegranate
Saintsbridge	Normal	Against the right wall of the log cabin above the Inn (Armory / Provisioner area blends in with the slick bundles) Energizing Pomegranate (M)
Goldshore	Normal	To the left of the Cathedral (mostly obscured by the trees) Energizing Pomegranate (M)
Morlock's Manse	Normal	Room on the lowest floor, behind the table, against the back wall Energizing Pomegranate (M)
Twin Falls	Normal	North of the first Save Point, right at the fork, then take the lower path Energizing Pomegranate (M)
The Markwood	Normal	Left from the entrance, go north and stay along the riverside the whole way Energizing Pomegranate (M)
Secret Path	Normal	Across the bridge, then down the stairs you see to the north Energizing Pomegranate (M)
Western Snowstills Wilds	Normal	Up from the Save Point near the Tomb, then all the way to the left after ascending the cliff Energizing Pomegranate (M)
Fairholt	Normal	From the first Save Point, go up the northern bridge, then take the left fork when the path splits after the torch Energizing Pomegranate (M)
Northern Wellspring Sands	Normal	Along the path to Quicksand Caves, near the bend, half buried in the sand on the left side Energizing Pomegranate (M)
Obsidian Manse	Normal	Up the right stairs, then down the stairs in back, chest is against the back wall, under the light Energizing Pomegranate (M)
Refuge Ruins	Normal	Across the bridge, then left at the fork, then down when you reach the ledge Energizing Pomegranate (M)
Southern Northbeach Wilds	Normal	After you start ascending the hill, when the path swings back left, keep going right Energizing Pomegranate (M)
Grimsand Ruins	Normal	From the 5th torch, head up and into the small alcove Energizing Pomegranate (M)
Grimsand Ruins	Red	In the bottom-left corner of the square with the second angel statue Energizing Pomegranate (M)
Yvon's Cellar	Normal	Down the stairs immediately right of the first Save Point, by a stack of boxes Energizing Pomegranate (M)
Seaside Grotto	Normal	Across the 2nd bridge, along the narrow path north Energizing Pomegranate (M)
Trail to the Forest of Rubeh	Normal	After you cross the bridge, go down the ramp south of it Energizing Pomegranate (M)
Forest of Rubeh	Normal	Slightly hidden path just north of the first Save Point, near the broken pillar Energizing Pomegranate (M)
Forest of Rubeh	Normal	Left-side path, path by the 3rd tree down the path, heading right Energizing Pomegranate (M)
Western Wispermill Flats	Normal	At the signpost, go right, chest is against a low ledge, near the section of broken wall Energizing Pomegranate (M)
Ebony Grotto	Normal	Up the ramp from the 3rd torch, then right through the hole in the rock Energizing Pomegranate (M)
Ebony Grotto	Normal	Go right of the first Save Point here, then down the small ramp and back around Energizing Pomegranate (M)
West Everhold Pass	Normal	From the Save Point, down the right ramp, then down the left ramp, then u-turn at the fork Energizing Pomegranate (M)
The Sewers	Normal	Inside the first room, near the back-left corner Energizing Pomegranate (L)
The Hollow Thron	Normal	Bottom-left corner of the dungeon, on the 1st floor Energizing Pomegranate (L)
The Forgotten Grotto	Normal	Left of the 6th torch, down the ramps Energizing Pomegranate (L)
Captains' Bane	Normal	Southwest of the 3rd torch (hidden path through the rock) Energizing Pomegranate (L)
Rivra Woods	Normal	From the entrance, take the downward path, follow it all the way down, ignoring the upward ramp Energizing Pomegranate (L)
Black Market	Normal	At the 5th torch, ignore the ramp and go right, through the hidden path in the rock, down the ramp Energizing Pomegranate (L)
Ruins of Eld	Normal	Directly above the 3rd torch in this area, against the back wall, close to the bookshelves Energizing Pomegranate (L)
Dragonong Fane	Normal	Down the stairs right of the first Save Point, then u-turn, chest is against the stairs Energizing Pomegranate (L)
Refuge Ruins	Normal	Across the bridge, left at the fork, keep going north, then follow the westward path towards the waterfalls Energizing Pomegranate (L)
Lorn Cathedral: Caters	Normal	Avoid the stairs and go left along the balcony, then left through a hidden doorway and down some stairs Energizing Pomegranate (L)
Grimsand Road	Normal	Through the arch in the upper-left corner of the map, near the rocks on the right Energizing Pomegranate (L)
Everhold Amphitheatre: Balcony	Normal	Against the back wall in the open room by the Save Point Energizing Pomegranate (L)
Everhold Tunnels	Normal	Right by the entrance, hidden behind the right-most pillar of the arches right by the entrance Energizing Pomegranate (L)
Shrine of the Ardmgus	Normal	At the 1st Save Point, go to the left Energizing Pomegranate (L)
South Orwell Pass	Normal	Go north, towards Dragonong Fane, then right at the fork and follow the path Energizing Pomegranate (L)
Lord's Manse	Normal	From the first Save Point, follow the first floor hall all the way right, chest is against the back wall Energizing Pomegranate (L)
Marsallin Catacombs	Normal	Down the right staircase after boss, then down when the path forks Energizing Pomegranate (L)
Maidling Ruins	Normal	Through the arches below the 5th torch, then left Energizing Pomegranate (L)
Grandport Sewers	Normal	After the first branch in the path, go right, then down the stairs under the bridge you just crossed Energizing Pomegranate (L)
Loch of the Lost King	Normal	After crossing the first bridge (2nd torch), immediate left down the ramp Energizing Pomegranate (L)

Bottles of Dust (Poison, Blinding, Befuddling, & Sleeping)		
Location (Area)	Chest Type	Contents
North Cobbleston Gap	Purple	Hidden path down, against the rocks next to the chest above Magic Nut
East Rippletide Coast	Red	On a beach south of the Save Point and down the stairs (to the left of the bridge) Magic Nut
Cave of Rhyo	Red	Near the final branch in the path (merchant visible in background) head down a ramp near a waterfall Invigorating Nut
Ravus Manor	Purple	Second hall, second floor, end of balcony overlooking the Dragonstones Invigorating Nut
North Swards Trail	Red	Small alcove near entrance to West Swards Trail Sippery Nut
Western Flamesgrace Wilds	Red	Just east of Hoarfrost Grotto, in a small clearing below Critical Nut
North Rippletide Coast	Red	Right of the path, right next to the entrance to East Atlasdam Flats Fortifying Nut
Untouched Sanctum	Purple	South of the Save Point, by the stone carving for "Noelle, Seeker of Knowledge (I)" Sharp Nut
Path of Beasts	Red	At the first intersection, go down, then follow the path left Tough Nut
Carion Caves	Purple	Across the bottom path across the cave, bottom-right corner of the dungeon Tough Nut
The Whistlewood	Red	Follow the torch-8 path, just northwest of the 5th torch (slightly above a section of broken fence) Resistant Nut
Hoarfrost Grotto	Red	Follow the path south of the first Save Point (under the bridge and through the hidden bit) Light Nut

Equipment (Swords)	
Location (Area)	Chest Type
Marsalm Catacombs	Red
Bolderfall	Normal
Dereck Mine	Red
Lom Cathedral - Callars	Purple
Refuge Ruins	Purple
The Hollow Throne	Red
The Whitewood	Red
The Sowers	Purple
Grimsand Ruins	Red
Everhold Amphitheatre: Arena	Purple

Equipment (Spears)	
Location (Area)	Chest Type
Forest of No Return	Purple
Captains' Bane	Purple
Northern Wappling Sands	Red
Marsalm Catacombs	Red
Grandport Sewers	Red
Path of Beasts	Purple

Equipment (Daggers)	
Location (Area)	Chest Type
Maw of the Ice Dragon	Red
Forest of Purgation	Purple
Rivra Woods	Purple
Tombs of the Imperator	Red
Undertow Cove	Purple
Grandport Sewers	Purple
Bolderfall	Purple
Siltstone	Red
Marsalm Catacombs	Purple

Equipment (Axes)	
Location (Area)	Chest Type
The Hollow Throne	Purple
Everhold Tunnels	Red
Carion Caves	Red
Quicksand Caves	Purple
Chieftank	Red
The Whitewood	Red
Lord's Manse	Purple
Horroft Grotto	Purple

Equipment (Bows)	
Location (Area)	Chest Type
Forest of Rubuh	Red
Whistling Caverns	Red
Dragoning Fane	Purple
Black Market	Red
Loch of the Lost King	Purple
Northern	Purple
Grandport	Purple
Marsalm	Purple
S'warkl	Purple
Ruins of Eld	Purple

Equipment (Staves)	
Location (Area)	Chest Type
Refuge Ruins	Red
Everhold Amphitheatre: Balcony	Purple
Ebony Grotto	Purple
Everhold Tunnels	Purple
Untouchd Sanctum	Purple
Two Falls	Purple
The Murkwood	Red
The Forgotten Grotto	Purple
Yvon's Cellar	Purple
Loch of the Lost King	Purple
Shrine of the Archmagus	Purple

Equipment (Shields)	
Location (Area)	Chest Type
Riverford	Red
Refuge Ruins	Red
Grimsand Ruins	Red
Grandport Sewers	Red
The Murkwood	Red
Ruins of Eld	Red

Equipment (Helmets)	
Location (Area)	Chest Type
Maw of the Ice Dragon	Purple
Ebony Grotto	Purple
Brigands' Den	Red
Dragoning Fane	Purple
Obsidian Manse	Purple
Marsalm	Red
Seaside Grotto	Purple
Morlock's Manse	Purple
Tombs of Kings	Purple
Moldering Ruins	Purple
Grandport Sewers	Purple
Hidden Path	Purple
Bolderfall	Purple
Forest of No Return	Red

Equipment (Body Armor)	
Location (Area)	Chest Type
Cave of Rthyo	Red
The Whispewood	Red
Everhold Amphitheatre: Arena	Purple
Caves of Azeur	Purple
Marsalm	Red
Forest of Rubuh	Red
Grandport Sewers	Red
Stoneward	Red
Secret Path	Purple
Sunshade	Red
Ravus Manor	Purple
Subterranean Study	Red

Equipment (Accessories)	
Location (Area)	Chest Type
The Hollow Throne	Red
Obsidian Manse	Red
Moonstruck Coast	Purple
Captains' Bane	Red
Ebony Grotto	Red
Shrine of the Staves	Red
Loch of the Lost King	Red
Lord's Manse	Red
Tombs of Kings	Red
Everhold Amphitheatre: Balcony	Red
Everhold Tunnels	Red
Yvon's Cellar	Red
Quicksand Caves	Red
Grimsand Ruins	Red
Marsalm Catacombs	Red
Black Market	Purple
Farshore	Purple
The Murkwood	Purple
Refuge Ruins	Red
Lord's Manse	Red
Dragonson Fane	Red
Morlock's Manse	Red
Dereck Mine	Purple
Victors Hollow	Purple
Roast to the Obsidian Parlor	Purple
Eastern Wappling Sands	Purple
Grimsand Ruins	Purple
Sunshade Catacombs	Red
The Spectrewood	Purple
South Quarrycrest Pass	Purple

Junk Items	
Location (Area)	Chest Type
Yvon's Birthplace	Normal
Western Wispermill Flats	Red
Refuge Ruins	Red
Brigands' Den	Red
The Spectrewood	Red
Lizardmen's Den	Red
Lizardmen's Den	Red
Moonstruck Coast	Red
Southern Wappling Sands	Red
Eastern Wappling Sands	Red
West Stoneward Pass	Red
East Duskarrow Trail	Red
Duskarrow	Red
Lom Cathedral - Callars	Red
Grandport	Red
Chieftank	Purple
Quarrycrest	Red
Grandport	Normal
Quarrycrest	Red
Spectrewood Trail	Red
Eastern Wappling Sands	Normal
Refuge Ruins	Red
Saintsbridge	Red
Victors Hollow	Red
Road to the Caves of Azare	Red
West Clearing	Normal
Mountain Pass	Red
Southern Sunshade	Red
Subterranean Study	Red
Quarrycrest	Red
Everhold	Red
East Saintsbridge Traverse	Red
Refuge Ruins	Red
Refuge Ruins	Red
Victors Hollow	Red
Grandport	Red
Lizardmen's Den	Purple
Rivra Woods	Red
Tombs of the Imperator	Red
Obsidian Manse	Red
Grimsand Ruins	Red
Everhold Amphitheatre: Balcony	Red
Seaside Grotto	Red
Forest of Rubuh	Red
Northern Riverford Traverse	Red
Refuge Ruins	Red
Lord's Manse	Red
West Everhold Pass	Red
Cave of Origin	Red
Refuge Ruins	Red
Oswell	Normal

Lom Cathedral: Cellars	Red	Down the stairs at the bottom, between the 4th and 5th torches	Gleaming Amulet
Grimoard Ruins	Red	Down the stairs (rather difficult to miss once you're there)	Gleaming Amulet
Ridge Woods	Purple	Along the main, torch-lit path, second-to-last downward path before the final Save Point	Ice Amulet
Road to the Seaside Grotto	Red	Up the ramps from the first Save Point	Ice Amulet
Everhold Amphitheatre: Arena	Red	Right-most room in the 2nd floor, against the back wall	Inferno Amulet
Forest of Rubeh	Purple	Directly south of the 2nd torch (on your right as you walk in, against the lower wall)	Inferno Amulet
Black Market	Red	At the 7th torch, follow the left path to the end	Light Amulet
The Whiteseed	Red	In the final clearing, behind the rock to the left of the plants growing in the illuminated of the clearing	Light Amulet
Orlick's Manse	Purple	Right-most room, then through the doorway on the left wall into a hidden room	Lightning Amulet
Quicksand Caves	Red	Up the ramp by the 6th torch, then left through a hidden path in the wall	Protective Bracelet
The Sewers	Red	From the chest above, go left and around the final room (hidden path against upper wall)	Sprightly Ring
Marshall	Purple	Behind the throne inside the palace	Tempest Amulet
Forest of Purgation	Red	Up from the 1st torch, then left through a hidden gap in the wall	Tempest Amulet
Moldering Ruins	Red	Up the stairs by the 7th torch, then all the way to the right	Thunderstorm Amulet
Southern Wellspring Sands	Purple	By the Save Point closer to the Black Market, hidden path to the right of the stairs there	Unerring Bracelet
The Forgotten Grotto	Red	Between the 12th and 13th torch, upward path to the back, then to the right	Vivifying Stone
Ruins of Eld	Red	In the brightly lit hall (with the lizard-like mosaic on the wall), behind a broken pillar on the floor, against the wall	Vivifying Stone
Forest of No Return	Red	From the previous chest, go left, stay above the 7th torch, hidden ramp just next to it	Vivifying Stone
Moldering Ruins	Red	Up the stairs by the 7th torch, then down the lower path on the right	Vivifying Stone
Ruins of Eld	Red	Up the stairs and inside the room in the back	Void Amulet
Lom Cathedral: Cellars	Red	From that previous chest, go back into the doorway, hidden path continues in a ramp to the right	Void Amulet
Secret Path	Red	Path across from the entrance to the Obsidian Parlor, at the path's end	Wakeful Stone
Tomb of the Emperor	Purple	Up the path north of the entrance, follow it down the stairs	Wakeful Stone
Maw of the Ice Dragon	Red	Left of the 6th torch, down the ramp, then u-turn into the hidden ramp in the wall	Wakeful Stone
Lom Cathedral: Cellars	Red	Down the stairs, and into the room-turned-alcove	Wakeful Stone
Western Noblecourt Flats	Red	Just up the ramp to the left of the Shrine of the Sage	Wind Amulet

Soulstones		
Location (Area)	Chest Type	Contents
Brigands' Den	Normal	Left-most path, up the stairs, then to turn back down a narrow rock path
The Sewers	Normal	Below the first room, dramatically placed between the two torches
Whistling Cavern	Normal	In the left 'branch' of paths, take the short ramp on the left, follow the path to the clearing in back
Yvon's Celler	Normal	Down to the 1st floor, room on the left, against the right wall
The Spectrewood	Normal	From the visible chest under the arch, south a bit, then east, up a grassy slope, dark grassy area
Tomb of Kings	Normal	From the previous chest, up into the alcove, then hidden arch under the stairs, then down
Southern Whelping Sands	Normal	Go around the first stump from the entrance, hidden path against the upper wall, gap in the rock on the right
Quakeand Caves	Normal	Down a small ramp before the 4th torch, on the right, in the clearing
Black Market	Normal	Right as you enter, hidden ramp against the right wall on the first floor
Grimwand Road	Normal	Through the arch leading to the Ruins, then right through the two large pillars
Everhold Amphitheatre: Arena	Normal	Up the stairs left of the Save Point, then to the right
Northwest	Normal	Just right of the cellar building (inside Theron's Chapter 4 area)
Road to the Obsidian Parlor	Normal	Near the entrance from Stillnow, up a ramp leading north, in a small, snowy clearing
Western Snowstetl Wilds	Normal	Against a curve of rocks south of the frozen lake, up the hill
Fanshore	Normal	Directly left of the Unravory Man, in a short, dead-end path
Ruins of Edo	Normal	Through the doorway by the 4th torch (in the library area hallway through), then down the stairs and to the right
Lorn Cathedral: Cellars	Normal	At the 3rd torch, go down the stairs, then follow the stairs right, and the chest is partially hidden behind the end wall
Hidden Path	Normal	After crossing the second bridge, take the first stairs downward
Atlasdam	Normal	In the palace, immediate right on the first floor, just past the torch in the only alcove without an NPC
Eastern Sunshade Sands	Normal	Just to the left of the Whistling Cavern
North Atlasdam Flats	Normal	Near a stone spire close to the Save Point (hidden ramp just south of it)
Caves of Malya	Normal	Hidden path just south of the Save Point (on the right), follow the path to the end
Whispermill	Normal	In front of the General Stone, almost directly below the sign itself
West Goldshore Coast	Normal	Just below the entrance from West Grandport Coast, down a set of small ramps
Road to the Seaside Grotto	Normal	Take the ramp below the first Save Point, onto the beach, and look near the far edge, behind the rocks
Goldshore	Normal	Behind the tree near the tavern (go under the tavern hanging sign, then left behind the tree)
Eastern Whelping Sands	Normal	Left and a little down from the signpost, hidden behind the fronds of a palm tree
Eastern Marsalis Sands	Normal	Directly right of the signpost, against a lone spire of rock
West Grandport Coast	Normal	Down from the signpost, onto the pier, at the pier's end
Grandport Sewers	Normal	North of the 3rd torch, against the upper edge, next to a section of iron fence
Grandport Sewers	Normal	Down immediately from the entrance, down the short staircase, then left
Forest of Purgation	Normal	5th torch, hidden gap in the left wall, then go down
South Boldorfal Pass	Normal	Across the bridge from the Save Point, then up the ramp under the arch, then left on the cliff edge
East Rippelide Coast	Normal	Other side of a ramp near the entrance from North Cobbleston Gap, left when the main path goes right
Quarrycree	Normal	Inside the house up the ramp behind the Provisioner (the house from Cynar's Chapter 2)
Morlock's Manse	Normal	Inside the room along the balcony from the Save Point room, near the fireplace
Forest of Rubab	Normal	Path directly east of the 2nd torch, follow it up the cliff
Dorlet's Mine	Normal	Up the first northern path from the entrance (literally before the Save Point)
West Grandport Coast	Normal	From Goldshore Coast, left at the first fork in the path
North Riverford Traverse	Normal	From the Save Point near Riverford, hidden path just south, go down, then left
Grandport Sewers	Normal	Down from the 2nd Save Point, all the way down the sets of stairs
Loch of the Lost King	Normal	Right of the Save Point, around the spire of rock, then to turn up the ramp
Mountain Pass	Normal	Down a path to the right after the first set of north-bound steps, across from the 'tag'
North Cobbleston Gap	Normal	In a bush, across the bridge near the entrance from East Rippelide Coast
Subterranean Study	Normal	East of the Save Point, past the end-area and keep going east, then down a small ramp south
Orlik's Manse	Normal	Second floor, back of the living room, against the back wall
Western Noblecourt Flats	Normal	Directly east of the entrance to Western Whispermill Flats, against the back wall, partially behind a tree
North Stonogard Pass	Normal	Short path near the entrance from West Stonogard Pass, down a ramp, in front of the tree
Everhold Amphitheatre: Balcony	Normal	2nd floor, against the right-hand wall, in the corner with the Save Point
Yvon's Celler	Normal	Left of the 4th torch, follow the path around and up the ramp
Shrine of the Starstor	Normal	Left from the 4th torch, follow the path around and up the ramp
West Everhold Pass	Normal	On the right from the entrance and a little down, partially hidden behind a purple standard
Forest of Purgation	Normal	Right by the 1st Save Point, just a little north of it
Sunshade Catacombs	Normal	Up the stairs after going under the stone arches (can see it faintly above you as you pass)
Path to the Whisperwood	Normal	Small dead-end directly across from the entrance to S'warki
The Whisperwood	Normal	South-western-most corner (go straight west from entrance, small lower path)
Cave of Origin	Normal	Just to the right of the first staircase (ramp is hidden, walk along north side of path to the right of the staircase)
Western Flamegrace Wilds	Normal	Just above Roarfrog Grotto, in a small clearing off to the right
Stillnow	Normal	Inside the building right by the entrance to Primrose's Chapter 2 Area
Secret Path	Normal	Down the stairs from the first Save Point, then down the ramp just south of those stairs
Path to the Fargation Grotto	Normal	Down the grassy path just before the first bridge, to the north
The Whitewood	Normal	Up the ramp by the 4th torch (path partially hidden by a rock outcropping)
Southern Northreach Wilds	Normal	After going through all the arches, and the path goes right again, keep going left
Shrine of the Archmagus	Normal	Down the path south of the 6th torch, then left
Ruins of Edo	Normal	Right of the 2nd torch, hidden ramp if you ignore the stairs and keep going right
Maw of the Ice Dragon	Normal	Just north of the 7th torch, then up the ramp on the right
Forest of No Return	Normal	Down the ramp from the 6th torch, hidden partially behind a bush
Moldering Ruins	Normal	Up the first set of upward stairs from the Save Point

Bottles of Poison, Blinding, Befuddling, & Sleeping		
Location (Area)	Chest Type	Contents
Rippelide	Normal	Across from the Armory, next to a bench, along the wall
Duskbarrow	Normal	South of the stone statue in the center town, a little bit left, between a bush and a bit of pillar
Road to the Seaside Grotto	Normal	Up the first ramp by the first Save Point, then take the downward path, following the ramp onto the beach
Rover's Manor	Normal	Second half, first floor, under the stairs by the Dragonstone room
The Sewers	Normal	Down the stairs by the last Save Point, down the narrow left path
Tomb of Kings	Normal	Up the stairs from the entrance, then left along the 2nd floor
West Goldshore Coast	Normal	Across from the entrance to Captain's Mane, on the opposite beach
Grandport	Normal	Market docks, tucked in the supplies on the right
Marsalis	Normal	In the market square, against the stairs on the right, hidden behind the green-hat merchant
Sainsbridge	Normal	In the plaza, behind the bushes (go the far left of the bushes, then you can go down and in front of the bushes)
Status-Restoring Items (Herbs)		
Location (Area)	Chest Type	Location (Within Area)
Flamegrace	Normal	Inside the Cathedral, just inside the gate around the Sacred Flame, on the left side, near the wall
Sainsbridge	Normal	Inside the Cathedral, on the right side, between the two rows of thick and thin pillars, against the upper wall
Quarrycree	Normal	Across the short bridge just to the left of the Tavern
Riverford	Normal	Lower Riverford, go down the first staircase, to the left
South Quarrycree Pass	Normal	Across from the entrance from South Boldorfal Pass, before the bridge
West Goldshore Coast	Normal	On an outcrop of rock, west of the Knowledgeable Traveler near Goldshore, across the first bridge from town
Hidden Path	Normal	After the first bridge, go down the two sets of stairs and up the path along the water
Atlasdam	Normal	Chest #3 of group mentioned above
South Cobbleston Gap	Normal	Across from the entrance to Eastern Sunshade Sands
North S'warki Trail	Normal	Just east (at the top) of the arching path with the railing on the western side of the area
South Boldorfal Pass	Normal	Right near the Save Point, directly next to the bridge
Murkwood	Normal	Right near the main path, after going down the first few ramps
Road to the Seaside Grotto	Normal	After the stone 'bridge' of ramps halfway towards the dungion, slightly hidden lower ramp as you go back down
Goldshore	Normal	In front of the houses to the right of the Cathedral, against the left wall, behind the tree
Noblecourt	Normal	South of Orlik's Manse, partially hidden by a tree
South Cobbleston Gap	Normal	Grassy area down the left-facing paths once you leave Cobbleston
Subterranean Study	Normal	Up the first ramp (by the first torch) and straight forward, under the string of lights overhead
Northern Flamegrace Wilds	Normal	Just below the last set of stairs leading out of Flamegrace, down a small ramp
Spectrewood Trail	Normal	In the grassy field, take the ramp upward (before the green flag), chest is in the fog past the arch
East Duskbarrow Trail	Normal	From the first fork, go left along the narrow path
Goldshore	Normal	To the right of the Flame itself, against the right-hand wall, near one of the support pillars
Noblecourt	Normal	Just to the left of the entrance to the mansion north of the Armory, behind a tree
Marsalis	Normal	Just left of the building above the Armory
West S'warki Trail	Normal	Near the Save Point, slightly north of it
Subterranean Study	Normal	Right of the first set of actual stairs, down a short dead-end path (just before the Save Point)
The Fargation Grotto	Normal	From the 2nd torch, up the ramp and to the right
Southern Sunshade Sands	Normal	Just south of the exit from Sunshade Catacombs, Save Point visible in background from chest's location
Path to the Caves of Origin	Normal	In front of the Cave of Origin, on the left-hand side
Path to the Caves of Malya	Normal	Go up from the stairs downward to the Caves proper, and follow the upward path to a small alcove
Forest of Rubab	Normal	Down the path towards the right-most part of the forest, large ramp halfway down
Road to the Obsidian Parlor	Normal	Down the narrow ramp next to the Save Point, in a small clearing
Secret Path	Normal	Down the stairs to the immediate right from the entrance, end of the short path
Western Snowstetl Wilds	Normal	Behind a pine tree to the right of the frozen lake, near the entrance to East Victor's Hollow Trail
Southern Northreach Wilds	Normal	Directly east of the bridge leading to Northreach, next to the broken pillar
Lorn Cathedral: Cellars	Normal	Right from the first Save Point, down the stairs, through the arches in back
North Riverford Traverse	Normal	Across from the Shrine of the Warbringer
Shrine of the Warbringer	Normal	Left at the 6th torch
East Duskbarrow Trail	Normal	From East Victor's Hollow, go down just before the 1st fork

Notes:	
<u>Purple Chests</u>	<u>Special Thanks:</u> Mrhappy1227 (updated the ones listed missing as of 06/26/2019) mighox (updated the ones listed missing as of 06/26/2019)
- Purple Chests are Locked, and can't be opened without Therion, who has the Pick Lock Talent. - Therion's scarf is a subtle hint to this, as it's almost the exact color of the locked chests.	
<u>Chest Type vs Contents</u>	
<u>Purple</u>	
- Usually contain rarer pieces of equipment, or large amount of leaves	
<u>Red</u>	
- Usually have rare consumables, some equipment, or some leaves.	
<u>Normal</u>	
- Mostly contain consumables, though sometimes rare consumables.	
<u>Torches</u>	
- Often used as a point of reference for the locations of chests. - When I say 'torch', I mean the ones set up along the ground, not the smaller ones on the walls that other dungeons have.	
<u>Hidden Path - Final 'Normal' Chest</u>	
- You'll need to double-back for this one, as you can't access Hidden Path prior to Olberic's Chapter 4, but a cutscene there skips you past it and right into Lord's Manse	
<u>The Whitewood - Final 'Red' Chest</u>	
- You'll need to double-back for this one as well, as it can't be reached until after H'aanit's Chapter 3, and the cutscene triggers before you can reach it, and warps you back to Snowstill before you can grab it the first time you're there	